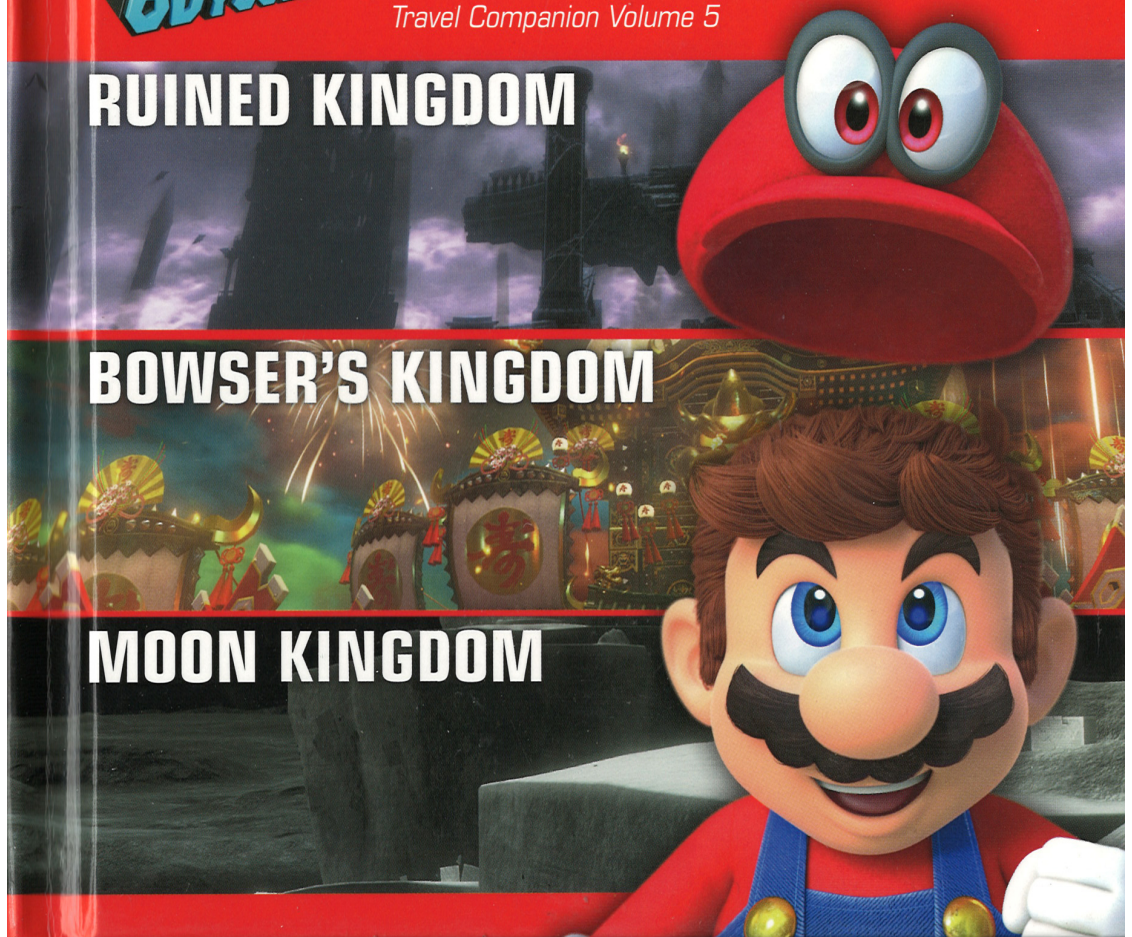
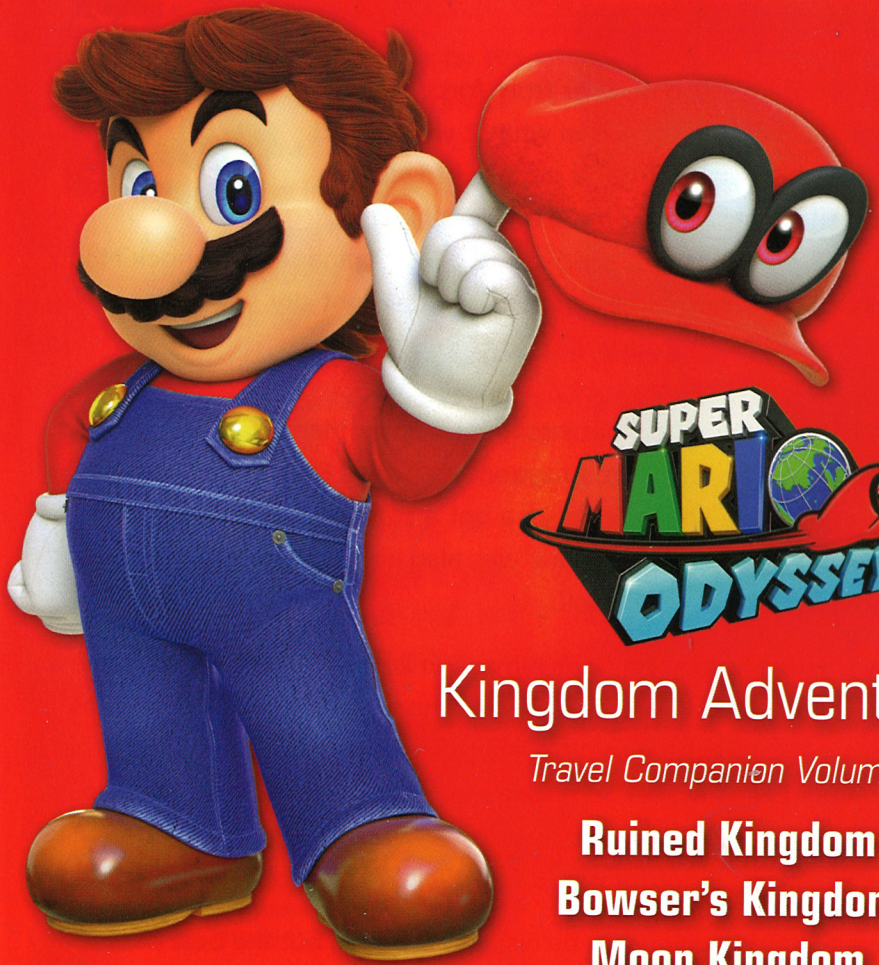
SUPER MARIO ODYSSEY

Kingdom Adventures

Travel Companion Volume 5





SUPER MARIO ODYSSEY

Kingdom Adventures

Travel Companion Volume 5

Ruined Kingdom
Bowser's Kingdom
Moon Kingdom

Pack Your Bags!

When Mario set out to stop Bowser from forcing Princess Peach to marry him, he had no idea what it would lead to. But his attempt to save a friend quickly proves far more difficult than Mario could have ever anticipated. Much to Peach's dismay, the tuxedo-clad Bowser manages to knock Mario from his ship, sending him tumbling through the night sky.

But to where?

Thanks to a friendly flying top hat known as Cappy, Mario is roused from his slumber in a tiny area of the Cap Kingdom known as Bonneton. The local population isn't just friendly, but they've got a stake in stopping Bowser too! One of their own, Cappy's sister Tiara, was also kidnapped, and he wants to team up with Mario to get her back.

With Cappy's help, Mario soon finds himself in command of the Odyssey, an incredible airship capable of traveling to more than a dozen kingdoms. From the scorching sands of Tostarena to the bustling streets of New Donk City, there's no place the Odyssey can't go. Don your favorite hat and put your seatback in its full, upright position. The Odyssey is taking flight for Mario's biggest, boldest adventure yet!

This companion book aims to help you uncover the secrets of three more kingdoms that Mario will visit in his quest. The following pages contain insights into the most popular tourist attractions, regional events and activities, local culture, and souvenirs. Consider this book your ultimate travel buddy, a tour guide designed to not only help you get the most out of your travels, but also to serve as a record of the memorable times you and Mario share.

This volume provides insights into Ruined Kingdom, Bowser's Kingdom, and Moon Kingdom. For gameplay assistance, maps of Power Moons and Regional Coins, and general strategy, check out the *Official Super Mario Odyssey Strategy Guide*, sold separately.

SPOILER ALERT!

This *entire* travelpedia volume covers endgame areas of the main story for *Super Mario Odyssey*. When last we checked in with our heroes, they were shoving off from Luncheon Kingdom, charting a course for Bowser's domain. Little would go according to plan, though.

The unfolding of the main story's twists is too delightful for you to plow ahead before you've seen the adventure through to the rolling of credits. The story's ending isn't even close to the ending of the game, so there are plenty of reasons to keep exploring the kingdoms described within these pages and to enjoy this travelpedia.

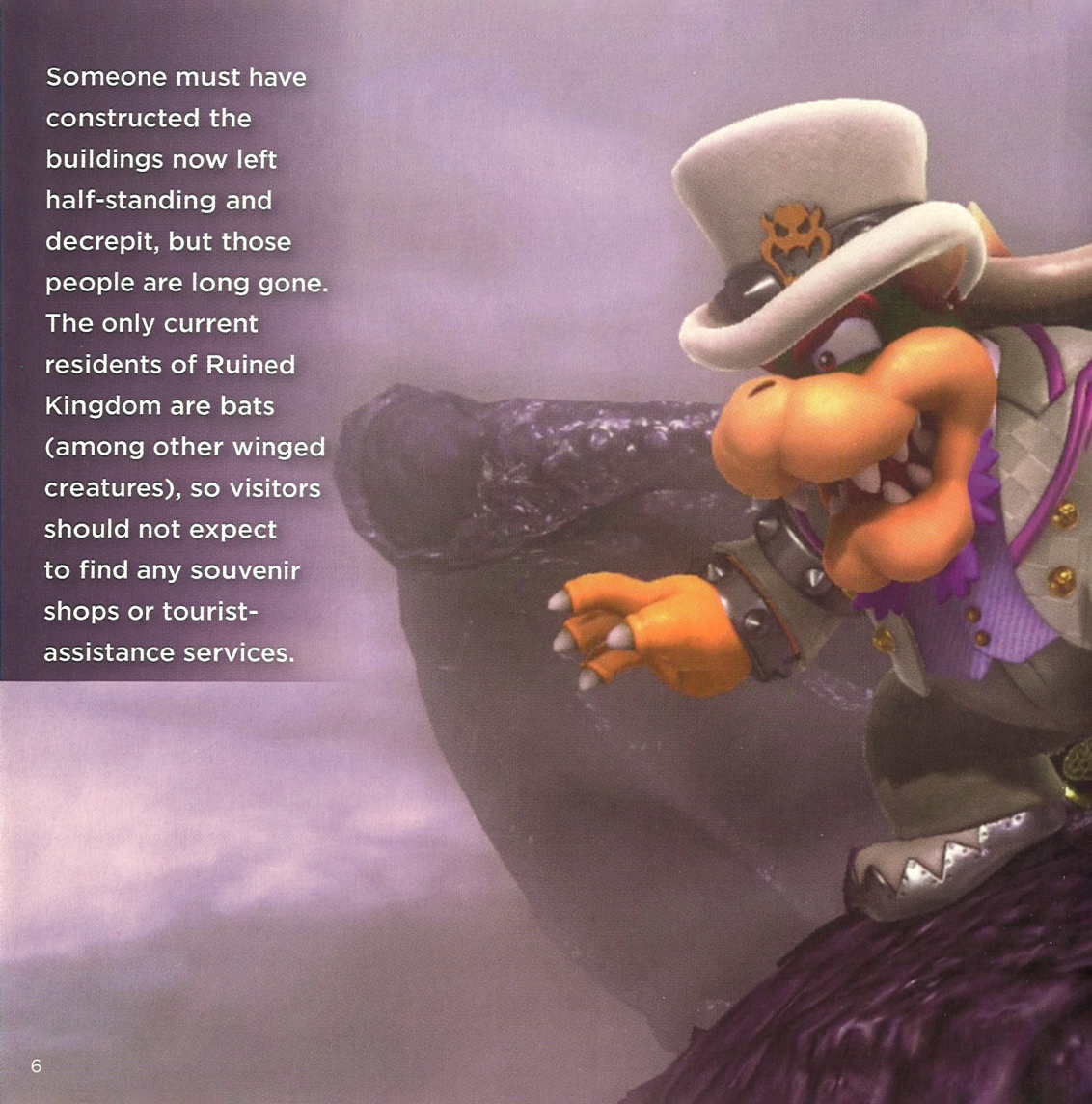
Ruined Kingdom

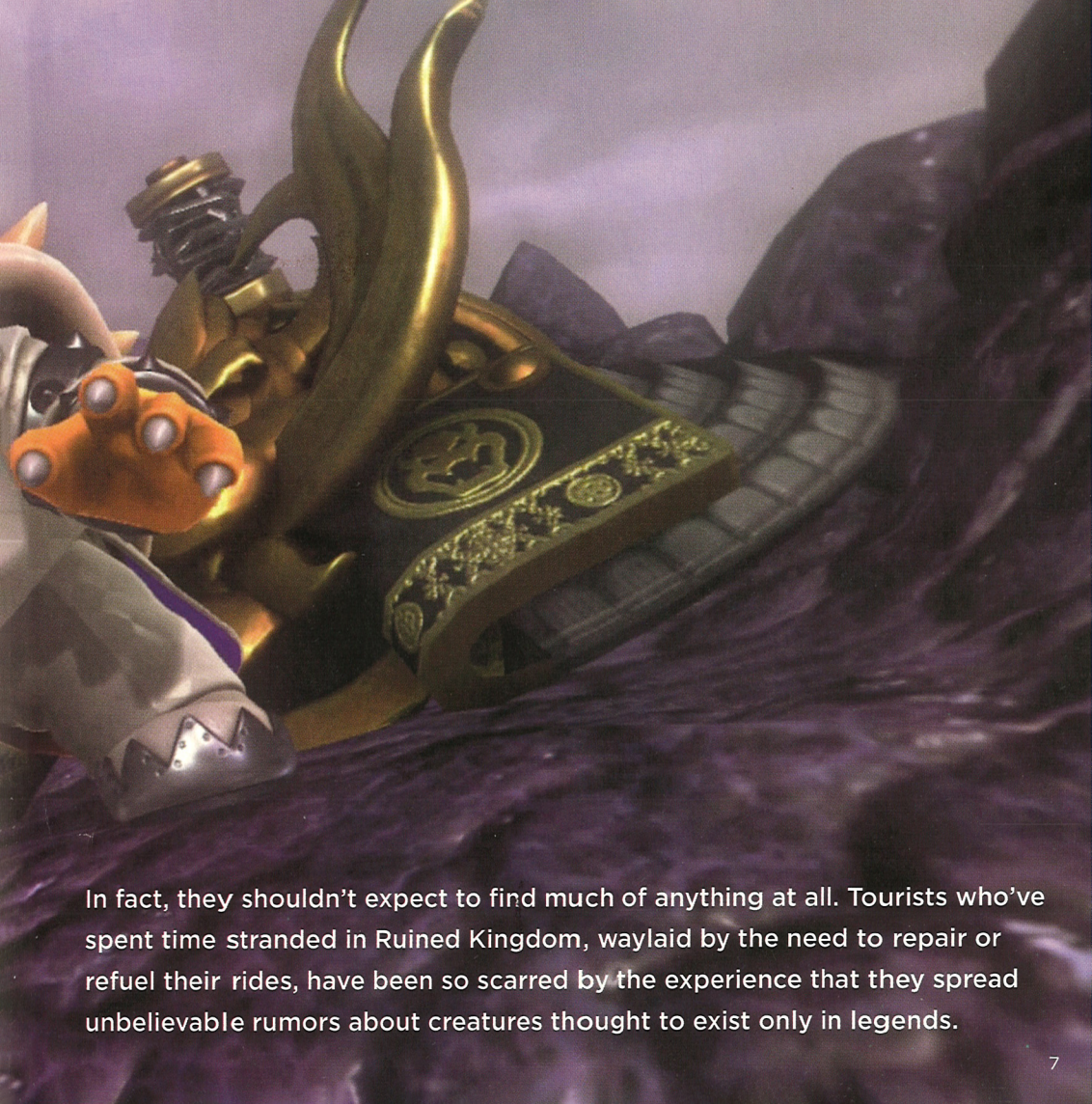
Stark Land Long Past Its Glory Days

No one passes through this wasted ruin on purpose. The craggy remains of Crumbleden may provide solid ground to land upon in an emergency, but anyone alighting here may soon wish they'd just kept plummeting through the clouds and take their chances elsewhere.

The shells emerging into the dark sky indicate stone towers that must have once been magnificent, but at this point seem to be standing only because they're so old they forgot to fall down. The heavy, wind-blasted stones are scored in places by enormous slash marks, indicating that perhaps age and environment aren't the only things to have chiseled away at the longstanding structures.

Someone must have constructed the buildings now left half-standing and decrepit, but those people are long gone. The only current residents of Ruined Kingdom are bats (among other winged creatures), so visitors should not expect to find any souvenir shops or tourist-assistance services.





In fact, they shouldn't expect to find much of anything at all. Tourists who've spent time stranded in Ruined Kingdom, waylaid by the need to repair or refuel their rides, have been so scarred by the experience that they spread unbelievable rumors about creatures thought to exist only in legends.

Crumbleden

A grim reminder of past conflicts.

GET TO KNOW CRUMBLEDEN	
Population	Unknown
Size	Unknown
Locals	Unknown
Currency	Unknown
Industry	Unknown
Temperature	Average 68°F

HEWERS OF STONE

Ruined Kingdom surely had residents, once upon a time—the massive remaining structures are a testament to that. But apart from their building prowess, precious little is known about them. The typical goal for travelers unfortunate enough to end up stuck here is escape, so not much regional study has been undertaken. Perhaps Mushroom Kingdom anthropologists can visit during less turbulent times.

THREE KEYS TO THE KINGDOM

1. *Visit the vast, crumbling tower still standing watch over the area.*
2. *Investigate the deep, clawlike marks in the stone.*
3. *Admire the durable construction techniques of a once proud kingdom.*

Top Sights

Reaching for the Heavens

This tower once collected energy from lightning in the thunderclouds that constantly swirl about. Some say that it was destroyed by repeated lightning strikes, but others note the unnatural shapes into which the tower crumbled and wonder if it fell into ruin for entirely different reasons.

UNINHABITED BUT NOT UNEVENTFUL

The spire's flattened top has a few surprising things to find later on—after the violent encounter atop the tower. Don't settle for checking out the peculiar rocket up top; there are several other secrets on the old spire's current rooftop.

A spooky setting for an inspiring composition.
#FullMoon #LostSpire #Crumbleden

High Stakes

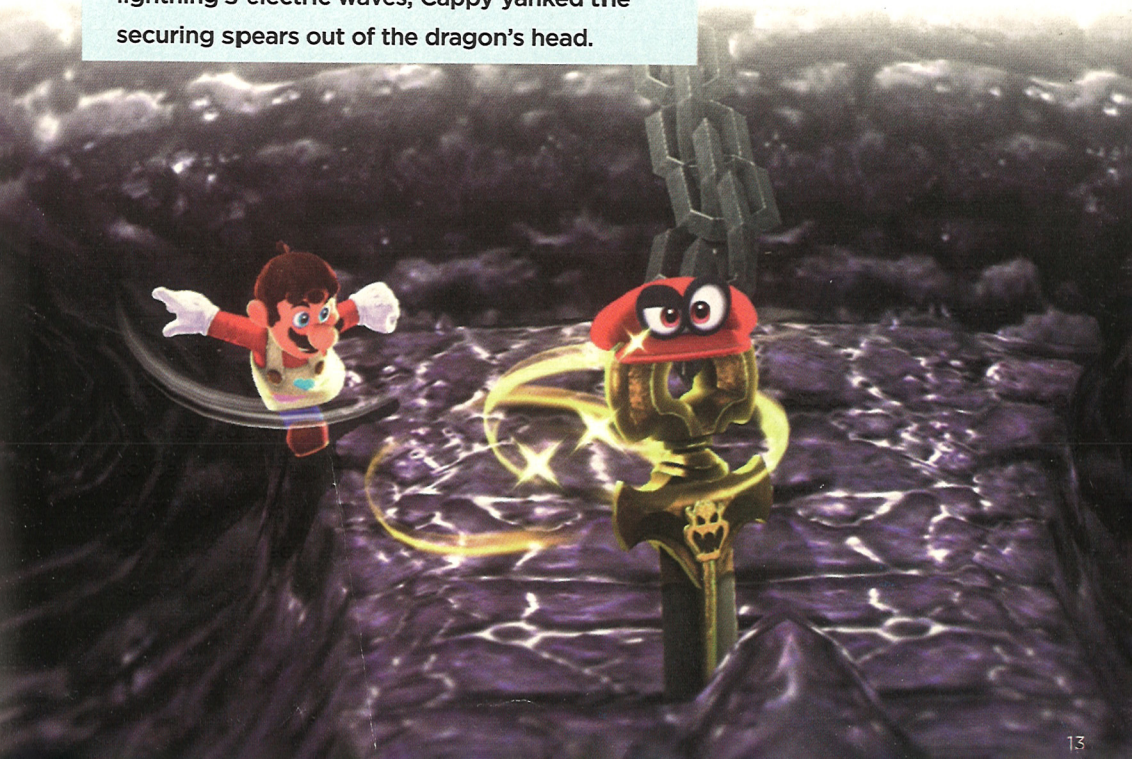
Amid the ruins, these swords surely stand out. They're thought to be remnants from a large battle in Crumbleden. One certainly feels a sense of intentionality in the way they're stuck straight down, as if fallen from the sky.

Normally, hats aren't good for removing lodged objects, but most hats aren't Cappy. #SwissArmyHat #HighStakes #BottlesAndCansToo

PROTECTIVE HEADGEAR NOT REQUIRED

The region's enormous, lonely ruler wore a protective crown over its scaly dome, fixed into its hide with stakes for support. Turning to Cappy for help comes as second nature to Mario by now. In between the lord of lightning's electric waves, Cappy yanked the securing spears out of the dragon's head.

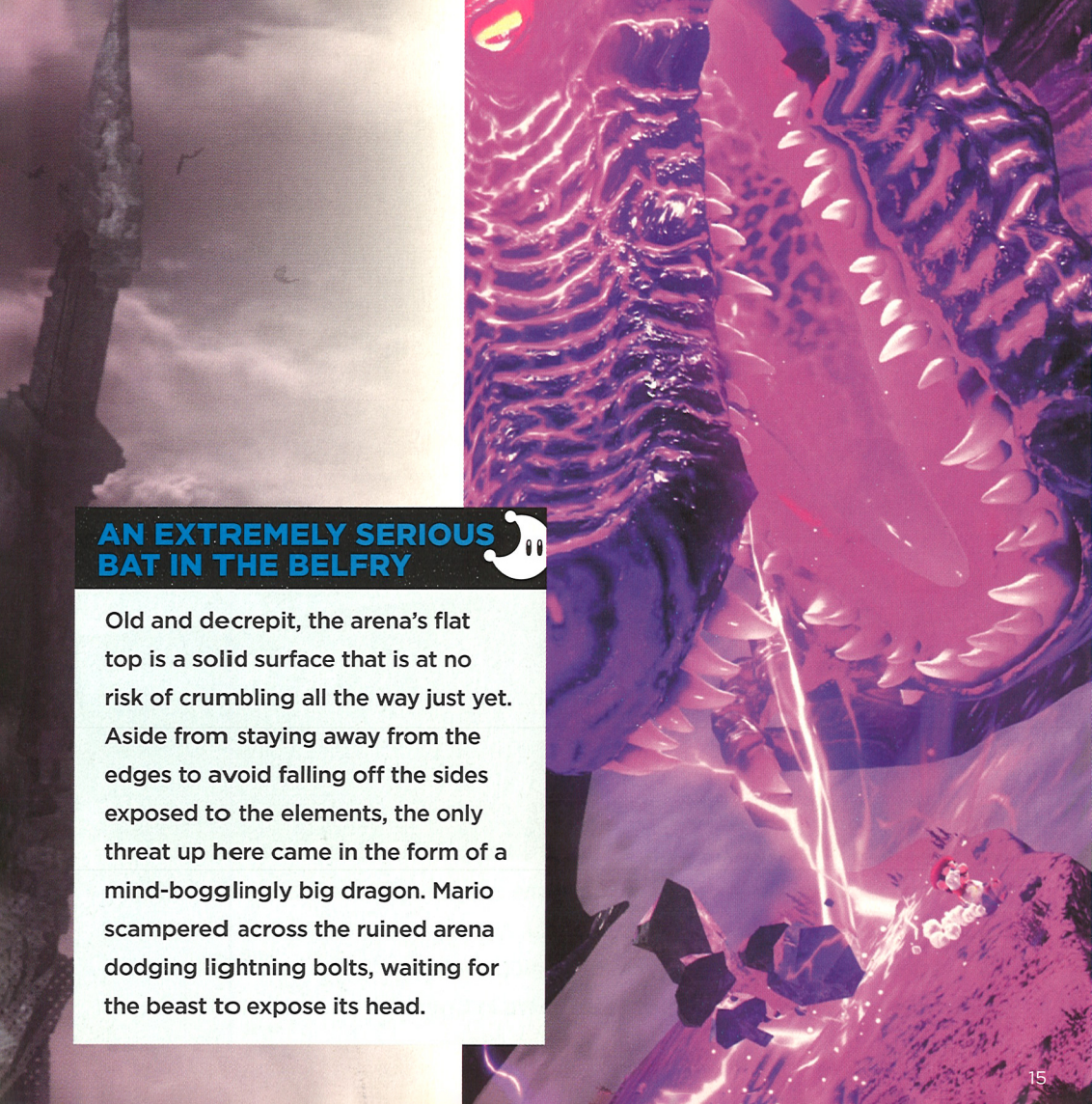
Some see them not as swords, but rather nails or stakes. Perhaps the eyelets at the top allowed ropes or chains through to anchor something, but it's impossible to say what.



Ruined Dreams

It's only because of the citizens of Crumbleden's skill in construction that there are ruins still to see. Their building style was reliable and straightforward, but whatever they'd hoped to accomplish by harnessing the fearsome power of lightning remains unclear. Some have theorized that the circular plaza atop the tower was built for a standoff of some kind.

These rickety old remnants would make fun towers to scale, but alas, Mario could find no path up to them. #CrumbledBeauty #LastRemnants #Crumbleden



AN EXTREMELY SERIOUS BAT IN THE BELFRY

Old and decrepit, the arena's flat top is a solid surface that is at no risk of crumbling all the way just yet. Aside from staying away from the edges to avoid falling off the sides exposed to the elements, the only threat up here came in the form of a mind-bogglingly big dragon. Mario scampered across the ruined arena dodging lightning bolts, waiting for the beast to expose its head.

The Great Altar

It's thought that this altar was built so the former kingdom could communicate with—or perhaps confront—something. This is the only altar built here and scholars have been keen to discover its intent. It's also said to be shaped like something in particular. The idea that it was meant to charge lightning has been disproven. The new theory is that it was built to call something down and then restrain the lightning.

It's an odd place for a nap, but you catch your ZZZs where you can find them on a globe-trotting adventure. #NightmareNap #CalmBeforeStorm #RuinedAltar

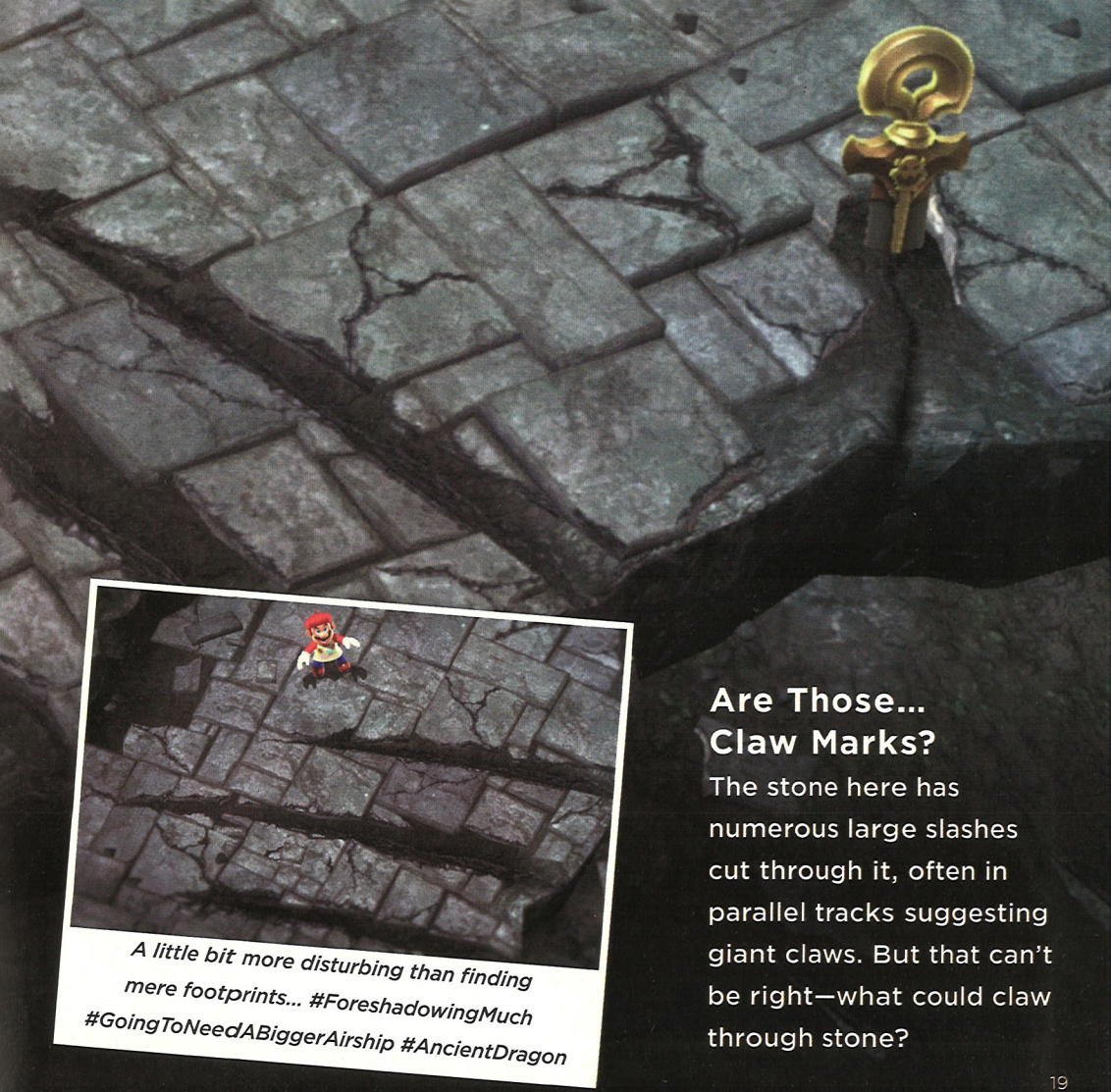
ALTAR ACTIVATION

The removal of the stake emerging from the altar revealed a Spark Pylon. This sparking line was the path to the top of the nearby spire, the key to exiting this area. Spark Pylons are found all over the globe, whether in the bustling streets of New Donk City or the blasted wastes here in Crumbleden. How strange...

THOSE CLAWS WERE MADE FOR CLIMBING

When Mario finally glimpsed the limbs behind the claws, they were indeed as intimidating as suspected. But much of the menace diminished when Mario realized the dragon needed the claws to hang onto the spire. The real things to worry about were the dragon's head and electric breath.

They look like big, strong hands don't they?

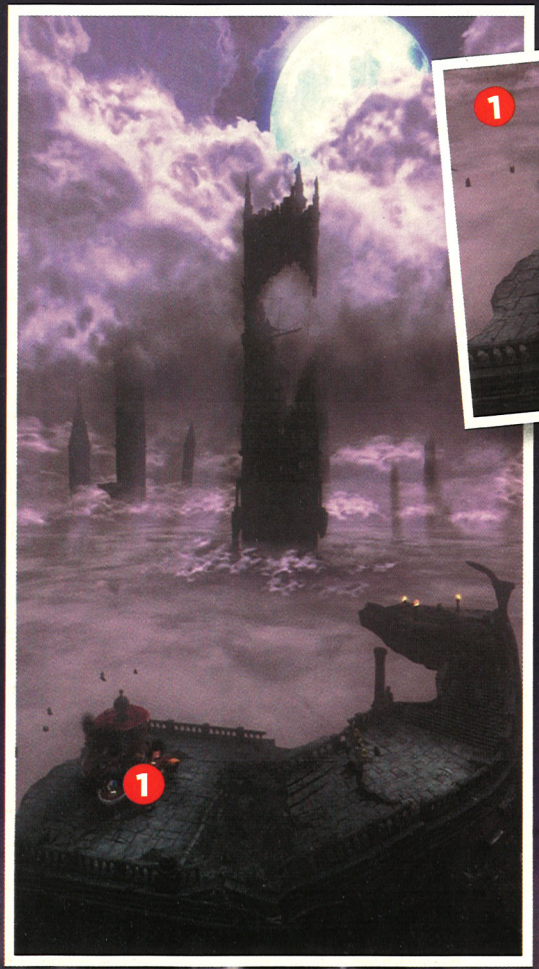


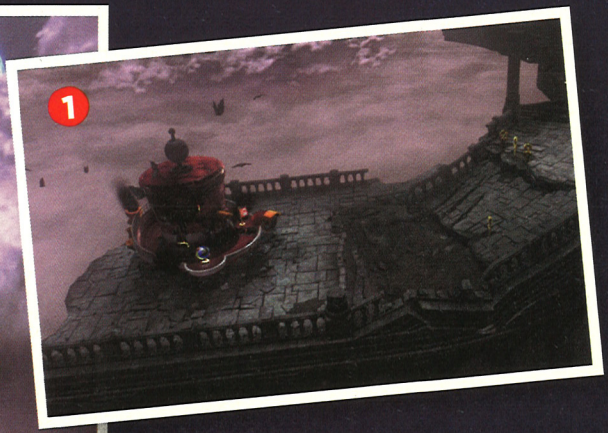
A little bit more disturbing than finding mere footprints... #ForeshadowingMuch #GoingToNeedABiggerAirship #AncientDragon

Are Those... Claw Marks?

The stone here has numerous large slashes cut through it, often in parallel tracks suggesting giant claws. But that can't be right—what could claw through stone?

It's-a-You, Here!





The Odyssey: *The occupants of the airship don't have much choice about where it crash-lands after Bowser's ambush and they're relatively lucky to find themselves in one piece on a solid surface. What was once part of a big thoroughfare is now just a finger of stone stretching into the air.*

Getting Around

Once upon a time, Ruined Kingdom clearly had advanced building techniques, so it likely also had lots of commerce and traffic on the cobbled roads. Now there's just a small stable stretch to navigate, all of which takes place on foot. Traversal between structures is only possible where Spark Pylons allow it.

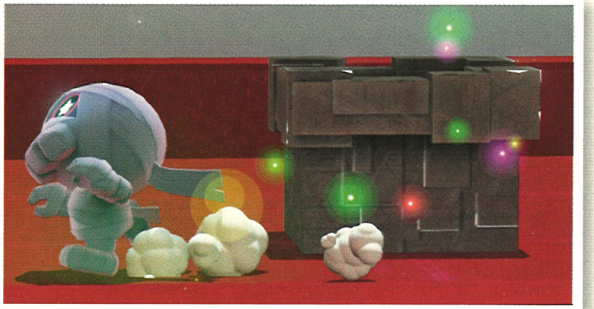
HAZARDS & HOSTILES

Standing on the jagged, incomplete walkways of Crumbleden, the most pressing worry is falling into the surrounding abyss. If Mario had to stick around for long periods of time, he might also begin to worry about all the bats eyeing him. But as long as the edge is avoided, Ruined Kingdom is eerily peaceful, like a tomb in the sky.

Burrbo: *These dopey, colorful furballs are sometimes found around the Ancient Dragon's head, probably having sloughed off from the scales around its crown when disturbed. It's not safe to land on Burrbos, as with spiky Spinies, but they're fragile enough to be squished by any thrown object.*

Events and Attractions

To the Moon (Cube)



Ruined Kingdom is mostly empty during the initial (unintended) visit. There's a little more to do while poking around on return trips once the Odyssey is repaired. But most of the fun happens after Mario thwarts Bowser's scheme and frees Peach and Tiara. With the Moon Cubes around the kingdoms bursting with freed energy, it's possible to uncover lots of new Power Moons, even in a small, abandoned kingdom like this one.

Postcards with Peach

Once Peach and Tiara were free to sightsee around the world on their own, they checked out the scene where Mario felled the lord of lightning. They seem less bothered by proximity to the KOed beast than Mario!

Bowser's Kingdom

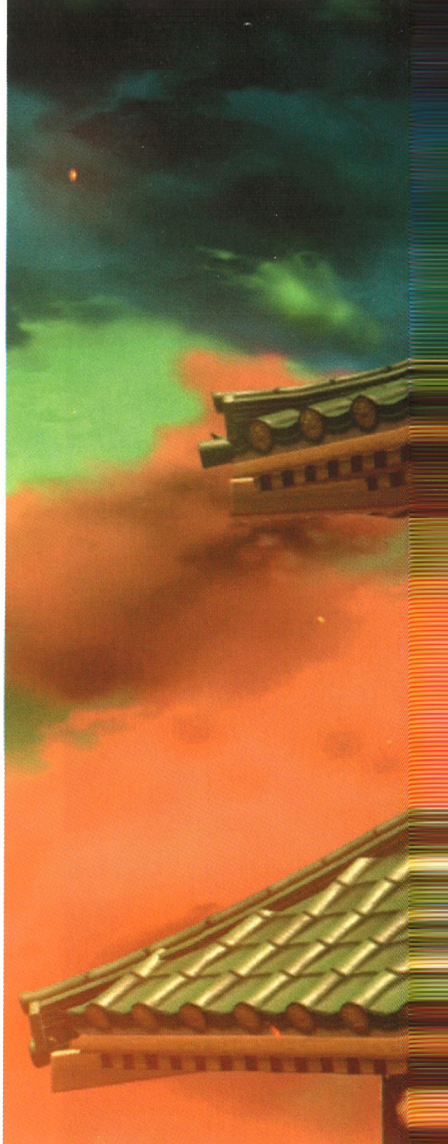
Defended Castle Floating Among Glowing Clouds

This kingdom in the sky is unique, sprawling, and exquisitely designed. It would be a prime vacation spot if not for its management and namesake, the one and only Bowser. Only the most remote of the main floating islands is safe for visitors to consider landing craft upon. Travel anywhere closer to the biggest islands should be taken at one's own risk.

The décor involves extensive detailed roofing tiles and ornate patterns and ornaments on the walls. Most islands have been totally paved over and turned into flying structures, although a few stretches of manicured grass can be found on hilly turf lawns in the clouds.

It almost goes without saying, but it must be pointed out, that the locals here cannot be expected to be friendly. In fact, it's quite the opposite: assume locals here are out to squash anyone they think is trespassing! This doesn't mean Bowser's Kingdom is empty of friendly faces though, since Crazy Cap's has actually opened a franchise here on a peaceful island it seems Bowser's developers have overlooked.

Adventurers stout of body and spirit can discover surprising splendor, but they must be ready to brave constant challenges. Apart from the residents being extremely hostile, any wildlife encounters here will also be aggressive. Just about everything here is a threat, whether it's Spinies clustering in rooftop gutters like barnacles, or Pokio pests a-pecking, or Stairface Ogre residents stomping around with their huge hammers. These are all amplified by drop-offs in every direction, automated security features like cannonball turrets, and grueling sections requiring freeclimbing.



Bowser's Castle

The castle that walled off the sky.

THREE KEYS TO THE KINGDOM

1. *Dart past the silent and lethal Stairface Ogres.*
2. *Avoid being distracted by the ominous (yet brightly glowing) clouds.*
3. *Survive the various traps designed to end your trip early.*

NORMALLY CALLING PEOPLE OGRES WOULD BE RUDE, BUT...

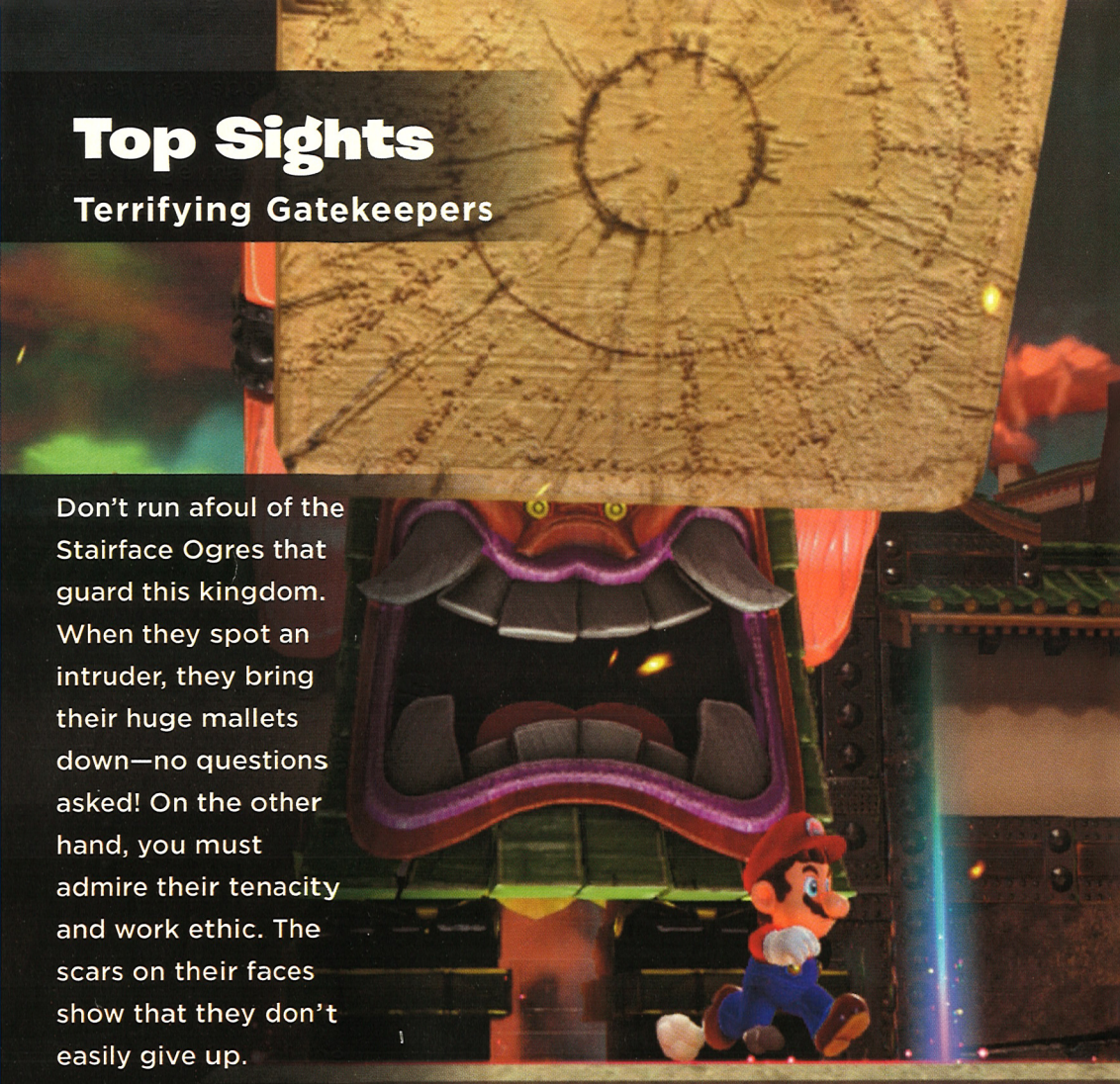
Every region hither and yon is home to several types of unfriendly wildlife, like Komboos, Moonsnakes, or Urban Stingbys. The only kingdom whose *residents* are hostile to visitors, though, is (naturally) Bowser's! The fellows found here who maintain the upkeep of the Koopa king's floating fortresses are huge, Thwomp-like beings. They won't hesitate to use the big stamps they're carrying to flatten unwanted visitors, so steer clear!

GET TO KNOW BOWSER'S CASTLE

Population	Middling
Size	Sprawling
Locals	Stairface Ogres
Currency	Oblong
Industry	Hanafuda cards
Temperature	Average 79°F

Top Sights

Terrifying Gatekeepers



Don't run afoul of the Stairface Ogres that guard this kingdom. When they spot an intruder, they bring their huge mallets down—no questions asked! On the other hand, you must admire their tenacity and work ethic. The scars on their faces show that they don't easily give up.

Mario is quicker and bolder than the average tourist, so he found that sturdy Stairface Ogres make (dangerous) platforms themselves. #PerilousPlatform #KindOfUnnecessary #StairfaceOgre

OGRE BATTLE

The unwelcoming locals are more agile than visitors might expect, clomping quickly into position to smash their mallets down on intruders. Captain Toad and other intrepid Mushroom Kingdom explorers made it past the Ogres unflattened, but surely many unfortunate passersby were not so nimble. Mario would always manage to either dive out of the way at the last moment, or even run directly toward the Ogre, passing safely under its column-like legs!

Beautiful Tile Work

This kingdom's architecture is unique. Roofs are comprised of heavy, layered tiles that won't budge even if walked upon. They also create a uniformity in the overall design, enhancing the beauty of the palace.

Although you can travel along the roofs, this palace rests quite high in the sky. So if you fall off, it will most definitely hurt. It's not the surest footing either, so be careful.

Whoever cleans out the gutters for Bower's palace isn't getting paid enough. (Well, they're probably just not getting paid...) #SpikySpinies #RooftopRun #WatchYourStep

FREELANCE FREERUNNING

There's just as much roofing as ground in Bowser's floating base, along with many things to find. Thrill-seeking tourists trespassing in Bowser's Castle may have their unique ways to access the rooftops. Shiverians can just bounce up, Toads have their ways of getting just about anywhere, and Volbonans can scale sheer walls thanks to their fork-like tines. Mushroom Kingdom superstar resident Mario relied on his amazing acrobatics to get up top, somersaulting high onto the wall underneath the target roof, jumping off the wall for extra height, then diving from the top of the wall jump back onto the roof.

Statues Guard the Court

The palace tower highlights the inner citadel and fearsome statues guard the gate leading to it. The statues are fashioned after gods of wind and thunder, the perfect motif for a sky palace, and since they are modeled after Bowser, the ruler of this kingdom, they serve as a warning to foes here and abroad.

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Three statuesque figures, but the one in the middle is the most handsome. #MarioAtTheGates #StatuesShattered #MainCourtyardEntrance

BOWSER'S STATUES MUST GO

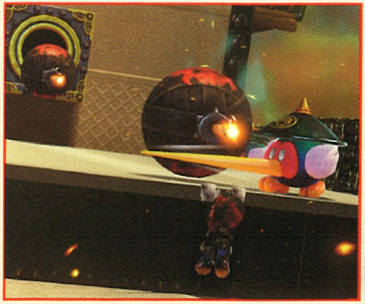
During Mario and Cappy's heroic siege of Bowser's Castle, they couldn't access the Courtyard proper until they took out the two formidable Bowser statues standing before the chasm. Mario smashed the statues by knocking out two Bowser-appointed guards waiting on nearby platforms. The wedding-planning Broodals moonlight as statue attendants, it seems.

Impressive Fortifications

The second and third courts surround the inner citadel. The second court is especially fortified, with many cannons to repel invaders. Cannonballs often roll along the ground and some tourists fall trying to evade them. Legends speak of invaders repelling the cannonballs with spears, but no mere mortal could hope to do this, so don't get too close!

INFURIATED AVIANS

The key to clearing the bomb fortifications for Mario was Pokio. Pokios are hostile and dangerous. They also lack intelligence and won't avoid cannonballs rolling toward them. Each Pokio that took a hit was one fewer cannonball for Mario to avoid! He also leapt over them, used Cappy tosses to bounce them just over his head, and even captured Pokios with Cappy, using Pokio beaks to redirect cannonballs at will.



On his own, Mario could do little to cannonballs but dodge them, lest he get burnt to a crisp. #CannonballRun #Kaboom #SecondCourtyard

From this unlikely island sanctuary, Bowser's Main Courtyard and Keep loom ahead. Mario was sure to enjoy the last chance to take a breather, resting like a stone. #JizoSelfie #BattlementBaseCamp #SouvenirShop

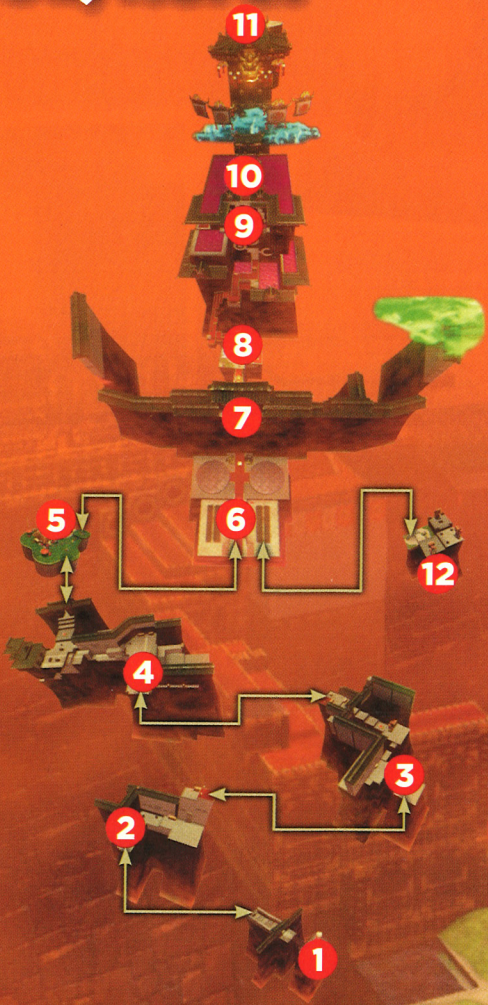
An Oasis of Calm

This elegant garden is a balm for the brutality of this kingdom and will help you forget all the hardships you faced to reach it. You can even buy souvenirs, so make sure to stop by!

MEMBERS ONLY

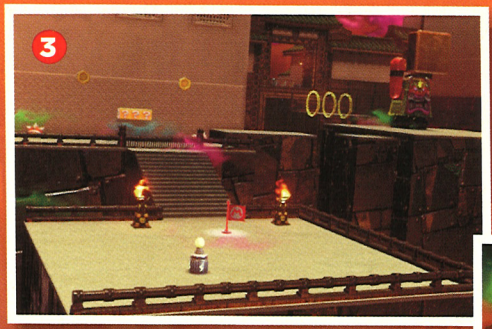
Many Jizo Statues stand stoically around the shop. The front of the small building on the oasis island contains Crazy Cap's local souvenir store. However, the back of the building houses a secret room in which a unique 8-bit landscape is folded up inside a screen.

It's-a-You, Here!



The Odyssey: *Mario's airship lands on the furthest floating platform from Bowser's Main Courtyard, a quiet space guarded by a phalanx of Goombas.*

Third Courtyard (Front): *This chunk of the floating city is home to the first Pokios Mario encounters. Their beaks allow for anchoring into most buildings' walls.*



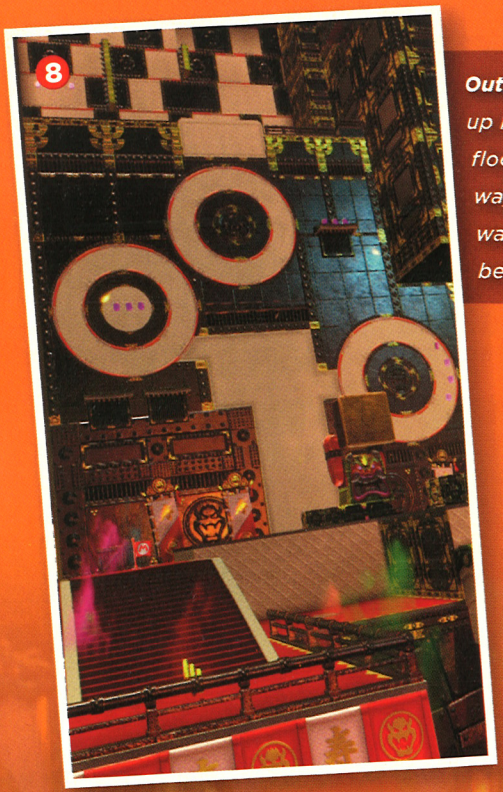
Third Courtyard (Rear): *The second half of the Third Courtyard islands are overseen by a Stairface Ogre. It also has one of the longest, continuous stretches of rooftop.*

Second Courtyard: *This large chunk of floating castle is heavily fortified with cannonball turrets and Pokio guards, not to mention secrets.*

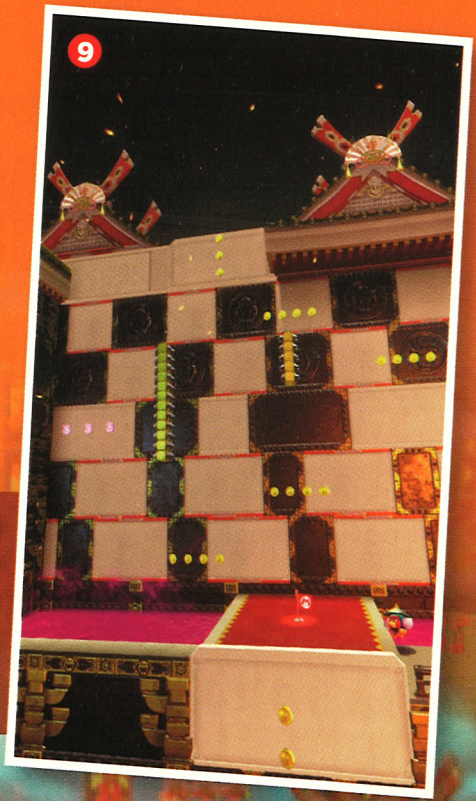
Souvenir Shop: *A home away from home in the least likely of locations. Spend purple coins, uncover a couple of Jizo secrets, and prepare for tougher going ahead while visiting this locale.*

Main Courtyard Entrance: *The most formal-looking stretch of Bowser's Kingdom consists of two lengthy buildings that resemble barracks, two large arenas useful for repelling intruders and training troops, and (before Mario destroyed them) two enormous Bowser statues that prevent passage further in.*

Main Courtyard: *The foot of the real climb into Bowser's Castle begins here, an open space staffed by Pokios and Spinies. They're tending a moat that's more decorative than discouraging, a sign that although Bowser is certainly crude, he's not totally tasteless.*



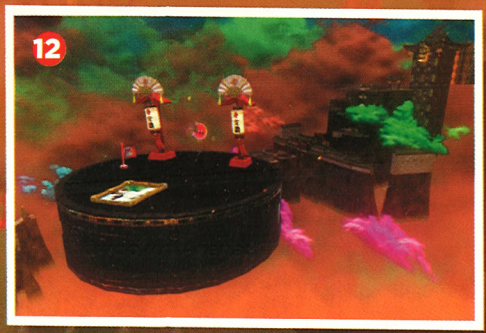
Outer Wall: *Bowser's multi-tiered fortress stretches up into the sky far enough for several distinct floors to be found on the rooftop eaves along the way. The only obvious way up is along a sheer wall, unscalable to anyone but the local long-beaked birds.*



Inner Wall: *Beyond the Outer Wall's tier, the Inner Wall's tier presents another sheer vertical climb, suitable only for Pokios. One wonders what trouble Bowser put his servants to, making them line the base of the Inner and Outer Wall climbs with pools of toxic waste!*

Beneath the Keep: *A checkpoint flag is located atop the tall, pagoda-like tower, but underneath Bowser's looming stronghold above. It's surrounded by a poisonous moat that's fatal to most creatures, although a friendly Lakitu pays no mind and fishes in it anyway.*

Showdown Arena: *The formal battleground beyond the Keep is the largest open space in the region, bigger than the dual disc arenas at the Main Courtyard Entrance. Any tourists making it this far will surely fully investigate the Keep and Arena roofs, unseen to just about anyone who wasn't kidnapped by the Koopa King!*



Island in the Sky: *This lonely checkpoint flag is found on a tiny island hovering above the secret Stairface Ogre training ground. A strange painting frame laying on the ground is a pretty strong clue how this island can be accessed...*

Getting Around

Bowser's Kingdom is a loosely connected, sky-city of floating, heavily altered islands. On any given island, interlopers here (visitors into Bowser's domain can hardly be called tourists) can expect to get around on foot. Travel between islands is handled mostly by Spark Pylons.

Some Slingshots can also be found, which will launch occupants along high arcing paths to solid ground far away.

If the gap is small enough, visitors can also leap between nearby islands. Unless you're a Paragoomba, though, this is only possible between the closest floating bodies up here. Few creatures can make a leap comparable to a Spark Pylon trail or Slingshot trajectory and none of them are indigenous to this artificial flying kingdom.

The checkpoint flags, once registered, are always useful to a globe-trotting explorer.

Souvenir Hunting

It may seem unlikely, but there's actually a souvenir store open for business on the calmest, smallest island. They're accepting gold coins for standard items available anywhere, as well as oblong purple coins for exclusive, Bowser-themed items not available elsewhere. Bowser's style is heavily influenced by eastern tradition and there are 100 purple coins' worth of his souvenirs to collect.

CRAZY CAP: BOWSER'S CASTLE EXCLUSIVES

ITEM	REGIONAL COINS
Samurai Helmet	5
Samurai Armor	10
Happi Headband	20
Happi Outfit	25
Bowser's Kingdom Sticker	10
Paper Lantern	5
Jizo Statue	25

HAZARDS & HOSTILES

If there's a type of hazard, it's here in Bowser's Kingdom. A misstep near an island or roof edge could result in a plunge into the sea of clouds below (after which, an unfortunate continued plunge into the sea of ground). Almost all local creatures will aggressively attack visitors. In addition to this, there are automated defenses, like constantly rolling cannonballs.

Falling: *It's a long way down in every direction, since Bowser's disconnected battlements fly high in the sky. A badly aimed jump or misstep will be an unpleasant end to the day for any traveler who isn't a Glydon! Extreme care is needed near the edges of islands and rooftops.*

Cannonballs: *The Second Courtyard is outfitted with lots of cannonball turrets, sending bowling blast hazards rolling across the path. Travelers who can't safely deflect incoming cannonballs should instead give a wide berth, obviously.*

Winding Up: *Anyone looking to mount Bowser's Keep, perhaps even confronting the Koopa King, must somehow scale the sheer wall leading up his tallest fort. An extremely motivated Uproot might complete such a task, but there are no Uproots residing this far from the ground! The only locals who can manage the climb up the Inner and Outer Walls are the hostile Pokio guards.*

Goomba: *There's scarcely a spot on the globe where Goombas cannot be found for one reason or another, whether they're Bowser's clumsiest forward force or just local Goombas bubbling around. Here, a large number of Goombas can be found on the most remote island, where Mario and Cappy parked the Odyssey on their grand adventure.*

Mini Goomba: *Where there are Goombas, there are also Mini Goombas usually napping just out of sight in suspicious bushes or underneath strange bulges in the turf. A ground pound or sturdy stomp of some other kind will dislodge Mini Goombas from their burrows, and then any additional force will knock aside these yellow pests. Unlike full-grown Goombas, Mario and Cappy couldn't capture Mini Goombas. They're not ripe yet!*

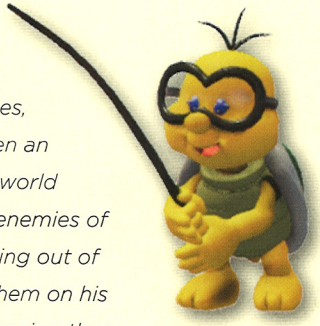
Spiny: *Although Spinies are among the smallest unfriendly creatures to find while adventuring, they're also one of the best armored, impervious to most pest-control methods. They cluster up in the spiked gutters of Bowser's rooftops, making uncertain footing even more hazardous.*

Stairface Ogre: *This is the most massive, forbidding wildlife most adventurers will ever encounter. Ogres stomp around Bowser's Kingdom looking for trespassers to pound flat with their gigantic mallets. Going toe-to-toe with a Stairface Ogre is a surefire way to separate the quick from the dead.*

CAPTIVE FRIENDSHIPS

Even in Bowser's Kingdom, the inner sanctum of the villains terrorizing the kingdoms of the world, there are friendly (or at least *neutral*) creatures that can prove helpful to visitors who can tame them. Bonneter explorers have this covered; other species of explorer may have to bring a Bonneter friend!

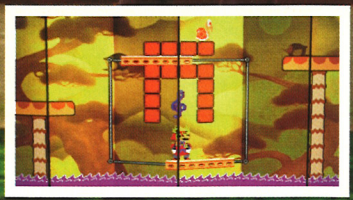
Jizo: *These gritty stone statues have stood stoically for who knows how long. Under the influence of a Bonneter capture, Jizo statues can clomp around, weighing down switches, smoothing out uneven patches of ground, and bashing through unstable terrain leading to hidden chambers underground.*



Lakitu: *At times, Lakitu has been an antagonist to world travelers and enemies of Bowser, hovering out of reach above them on his cloud and harassing them by hurling sturdy Spinies. Lakitu has turned over a new leaf now and is trying out a different approach—taking it easy! Although the bubbling pink moats are toxic to most organisms, they also serve as a fishery for a hearty species of Cheep Cheep. And Lakitu is the only person who can safely fish here, relaxing above the deadly murk on his fluffy white cloud.*

Events and Attractions

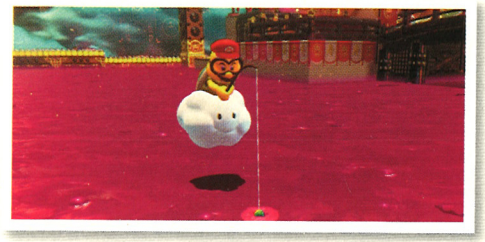
Samurai Club



This exotic chamber is tucked away in the back of the little souvenir shop building roughly halfway through Bowser's Kingdom. The bouncer is a New Donker wearing a Samurai Helmet. He checks the credentials of anyone seeking entry into the club. The requirement? Full Samurai regalia! Once inside, a beautiful secret world awaits folded up inside a screen.

Art Appreciation

The Main Courtyard Entrance platform houses a couple of long, barracks-like buildings. A magical painting frame is located on the western building on its west-facing wall. The mysterious magical bracket displays a scene from either Snow Kingdom or Seaside Kingdom, depending on the path adventurers took to reach Bowser's Castle. As with other magical painting frames found in some kingdoms, stepping into this one will whisk the art fan directly to that location! This is the only way to travel between regions of the world without using an airship (or an extremely long Spark Pylon, though only one known specimen of this length exists, bridging Bonneton and Cascade Kingdom).



Gone Fishin'

Shockingly, there are fish swimming in the toxic moats found on the high rooftop at the Beneath the Keep checkpoint flag. And wherever you can find fish, you'll find Lakitu fishing (except for Seaside Kingdom—perhaps he dislikes salt water breeds). At least for now, Lakitu has given up old Spiny-bombing ways.

Koopa Freerunning

This is without a doubt one of the longest and most grueling race courses found anywhere. Contestants begin near the Beneath the Keep checkpoint flag, start with a stomach-churning plunge straight down the big climb, and proceed through most of the kingdom, finishing on the platform where Mario and Cappy parked the Odyssey! Along the way, racers pass through every floating island except the small secret islands far to the southeast. Contestants who take the most creative paths, deftly mounting rooftops along the way to cut the straightest line from Spark Pylon to Spark Pylon, will do the best. Don't feel compelled to stay on the main path!

Postcards with Peach

Once they're freed, Peach and Tiara even stop by Bowser's Castle. Mario ran into them while stopping by the souvenir shop and everyone shared a laugh (and Peach shared a Power Moon with Mario!). Naturally, a selfie was in order, livened up by Peach's lovely Fire Flower-emblazoned wrap dress.

Moon Kingdom

Destination Above All Others

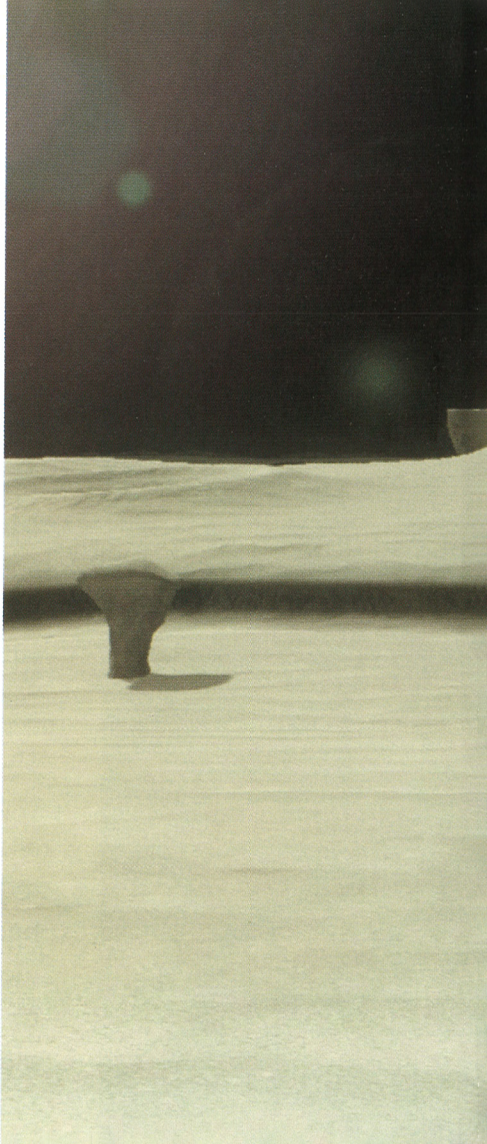
Toads in Mushroom Kingdom, Bubblainians by the sea, and Shiverians in their snowy gorge have looked up at the moon and wondered what it was like for generations, but almost no one imagined setting foot upon it. Shockingly, and unknown to most citizens of the world, the moon is home to a fledgling wedding operation with a pristine Wedding Hall offering marriage ceremonies in the ultimate exotic destination.

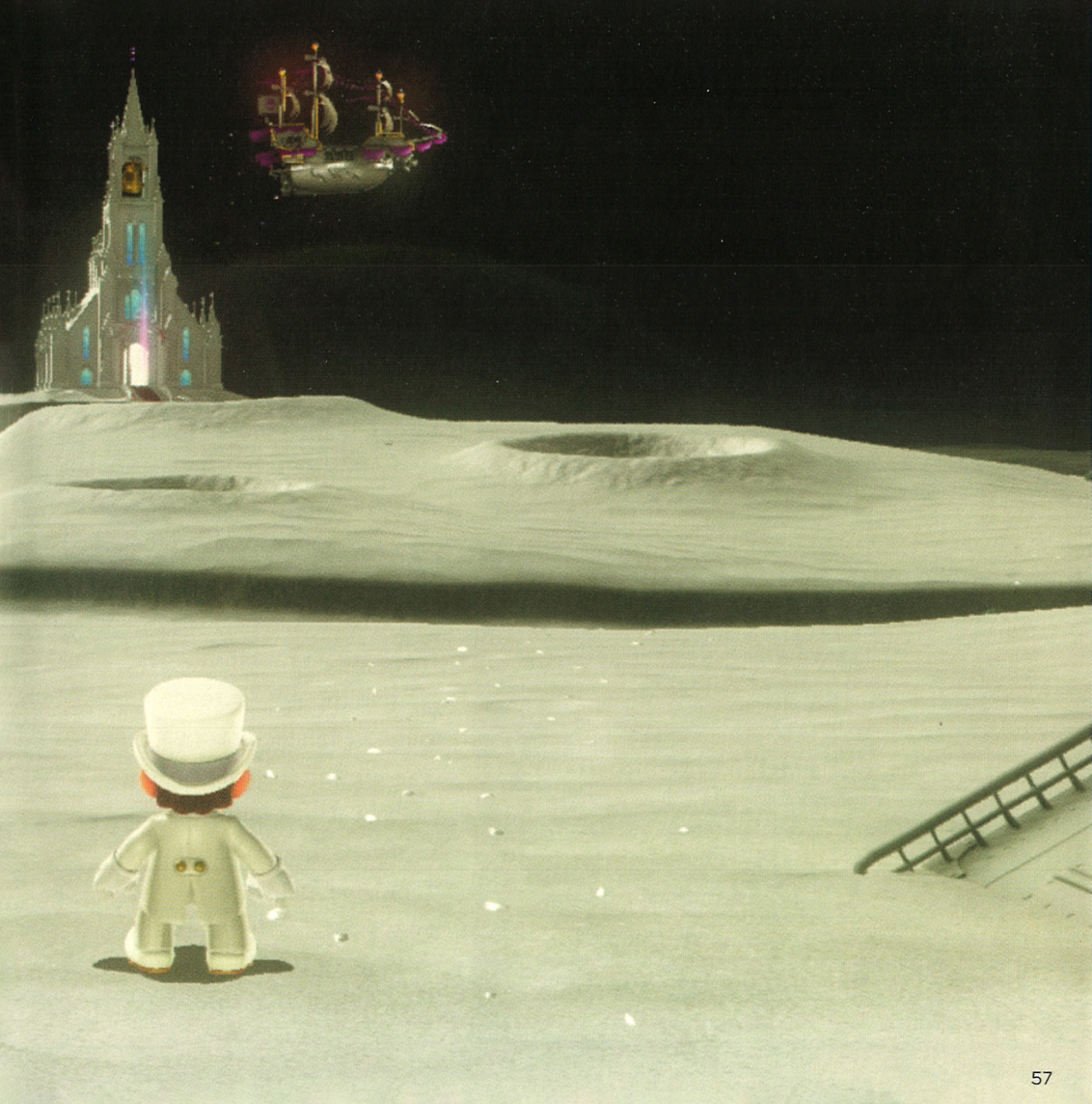
The biggest physical adjustment for any explorer here will be the low gravity, which allows for much longer leaps and bounds. The moon is mostly barren, very reflective and bright because of the fine white sands that reflect most of the sun's light. Areas currently cleared for limited tourist travel are found on sandy plateaus sticking up from wide craters.

Care must be taken around the edges, as this unmatched wilderness has no guardrails to prevent stumbles into the abyss.

Airless, low-gravity, and with almost no vegetation to speak of (although Rocket Flowers seem to somehow take root), the moon won't surprise anyone as a vibrant ecosystem. Nevertheless, Moonsnakes do rumble about on the surface, along with an occasional hare. Could it be that hares and Moonsnakes lived on the moon *first*?

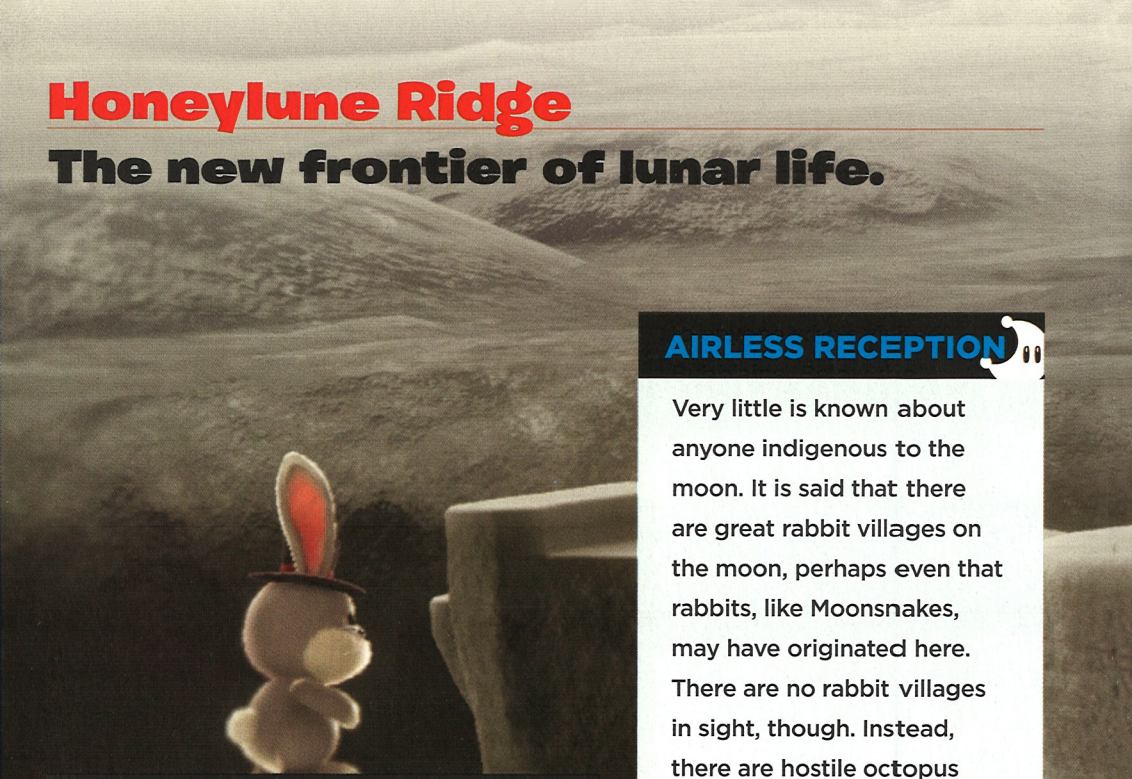
Recent arrivals to this area of the moon should romp across the gentle rolling hills, taking in the astonishing views, and explore the exterior and interior of the Wedding Hall. The construction of this room on the moon must have been a pioneering undertaking indeed! Other areas of the moon are rumored to exist, even an entire community of hares hidden away somewhere, but little word on where to find them.





Honeylune Ridge

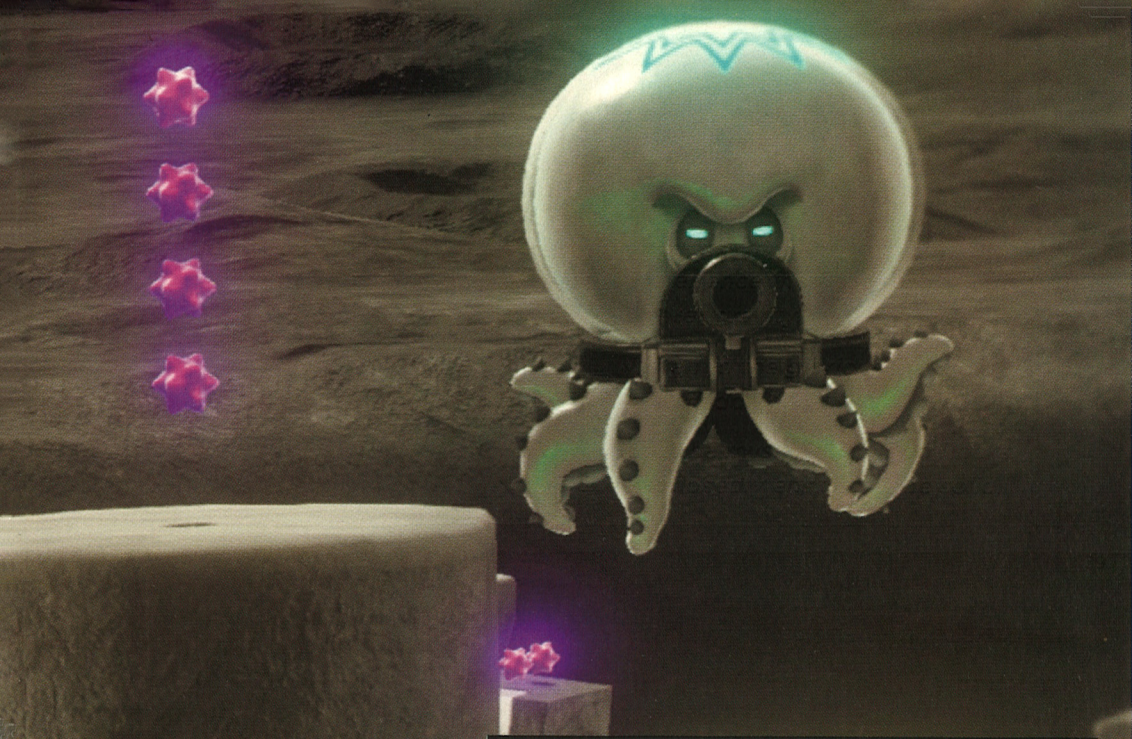
The new frontier of lunar life.



GET TO KNOW HONEYLUNE RIDGE	
Population	Unknown
Size	Lunar
Locals	Rabbitish?
Currency	Star Bit-Shaped
Industry	Tourism, Weddings
Temperature	Unknown

AIRLESS RECEPTION

Very little is known about anyone indigenous to the moon. It is said that there are great rabbit villages on the moon, perhaps even that rabbits, like Moonsnakes, may have originated here. There are no rabbit villages in sight, though. Instead, there are hostile octopus creatures on the surface, which will look familiar to anyone who's visited Bubblaine. Below the surface, well... There are all kinds of locals there, but none of them are friendly.



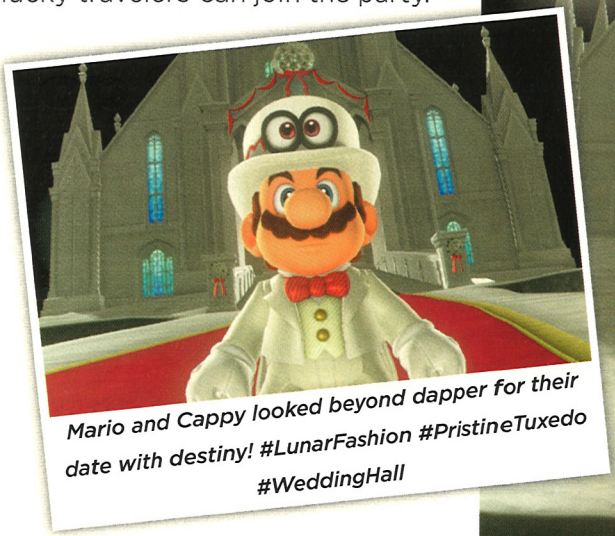
THREE KEYS TO THE KINGDOM

1. *Experience the floaty feeling of lighter gravity.*
2. *Listen to the glorious bells of the Wedding Hall.*
3. *See the mysterious Moon Rocks, supposedly energy made solid.*

Top Sights

Wedding Hall

Legends tell of a moon goddess and this Wedding Hall is rumored to have been created in her honor, though no one knows for sure. The stunning exterior contrasts beautifully with the black sky, a symbol of Honeylune Ridge. Weddings here are often open, so lucky travelers can join the party.



Mario and Cappy looked beyond dapper for their date with destiny! #LunarFashion #PristineTuxedo #WeddingHall

WEDDING BELLS RINGING

The Wedding Hall is huge, rising over the moon plains and offering a sharp contrast to the natural, prehistoric features found elsewhere. For athletic wedding attendees looking to test their vertical, exploring the Wedding Hall roof and rafters is a rewarding exercise.

Lunar Life Forms

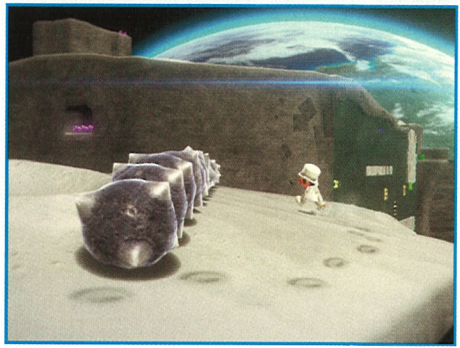
The surface of the moon is harsh, but a few creatures do take up residence. Take heed if tempted to study their unique shape and movement up close, as they have sharp spikes. It's probably best to observe them from a safe vantage point.

Interestingly, similar creatures can be found in the Seaside Kingdom. Did life on our planet (which began in the seas) actually originate on the moon?

Explorers who are forced to move close to Moonsnakes must be ready to jump over them! #FirstContact #FloatyJumps #Moonsnake

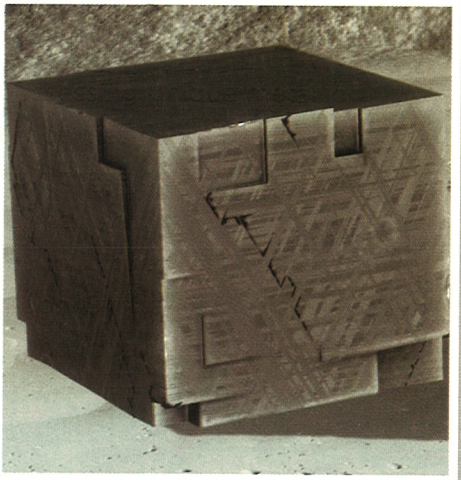
THESE SNAKES DON'T EAT MICE

As in Seaside Kingdom, Moonsnakes are dangerous but not aggressive. Sort of like Tropical Wigglers made of stone. They don't chase down astronauts, they simply trundle along their intended path. It takes a timed jump to avoid a rolling Moonsnake. For spinning Moonsnakes, it's best to run around them like turnstiles.



Cubes of Mystery

Possessing unique metallic properties, it's difficult to imagine how these cubic Moon Rocks formed naturally, but they can be found in great abundance on the moon. Similar rocks have also been found in various areas on the planet and the method of their formation remains shrouded in mystery. We recommend seeking one out and pondering its mysteries up close!



People have long wondered about the purpose and origin of the strange cubes... Although probably not Astro-Lanceurs. #Cratered #MoonCube #DodgingShells

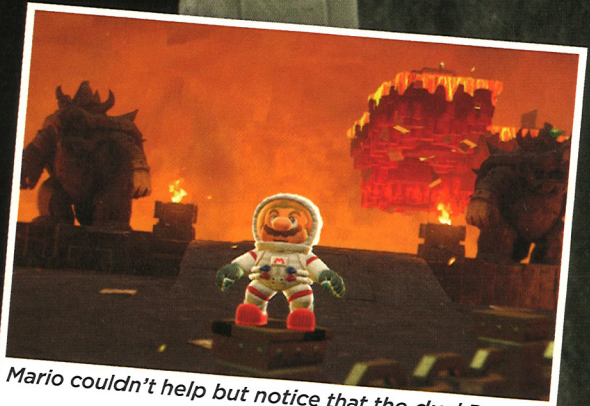
GLEAMING THE CUBE

It wasn't always clear, but it became apparent after the conclusion of events between Mario, Bowser, and Peach on the moon: the strange cubes found in each kingdom originated on the moon and now their odd powers have been unlocked. Knocking free the energy from the Moon Cube in each area will populate the region with many new Power Moons to discover.

Lunar Interior: Secrets

We've heard stories about extensive caverns beneath the lunar interior. There's an entrance directly into the moon rock that's easily accessed, but it sounds quite dangerous inside.

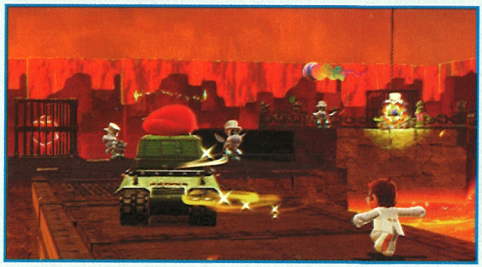
On the other hand, tales abound of thrills and mysteries waiting within, so it may be worth investigating. Take the necessary precautions before you go, though!



Mario couldn't help but notice that the dual Bowser statues seemed to have a similar arrangement in Bowser's Castle... #BowserMonuments #OneLooksLoose #MoonCave

BE READY TO RUMBLE

Volbonans aside, most visitors shouldn't consider real exploration of the moon's fiery interior. Exceptions are likely for explorers with a Bonneter friend tagging along to enable captures, like Mario with Cappy on their long adventure.



A View to Remember

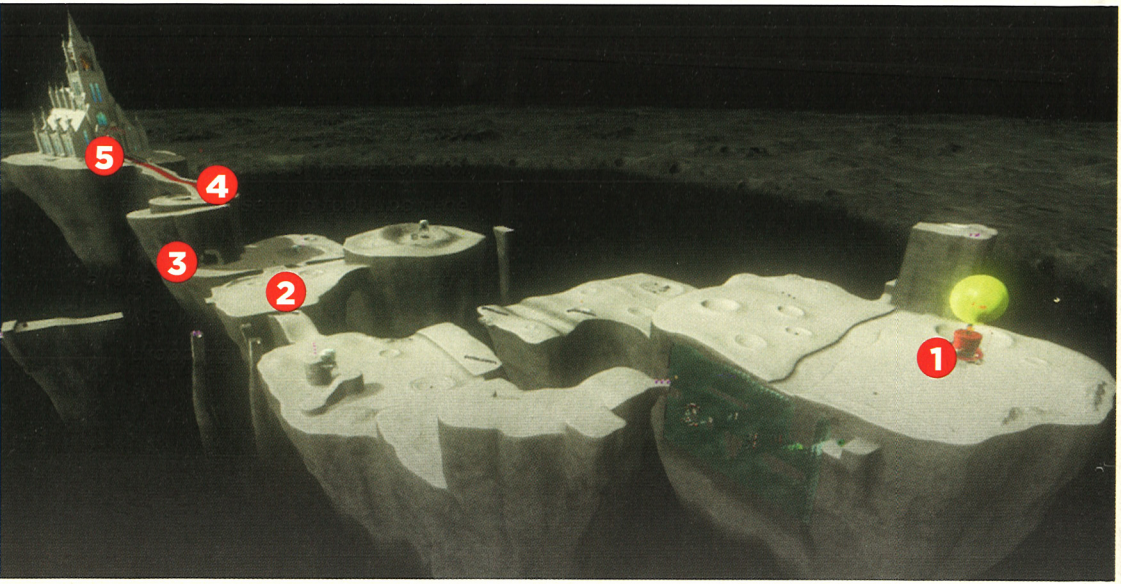
Our world as seen from the Wedding Hall is something everyone needs to experience at least once in their life. With the planet as your witness, it's no wonder weddings are held here.

Worth the trip. #EarthRise #WeddingHall #PaleBlueDot

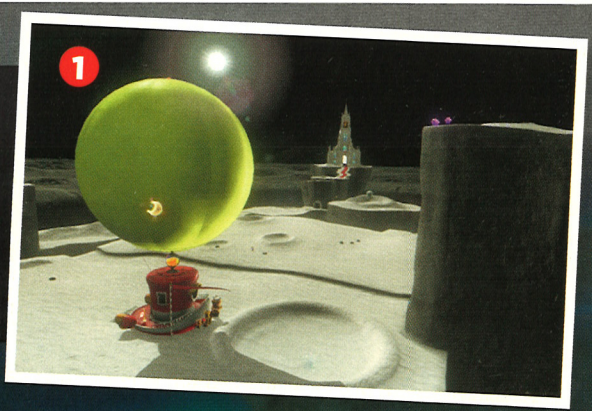
HOPPING TO IT

No one has an easier time than a Frog at scaling the Wedding Hall, whether to look for surprises or just to find the best view. A solitary Frog relaxes just behind the Wedding Hall, in fact, enjoying the area's unparalleled calm.

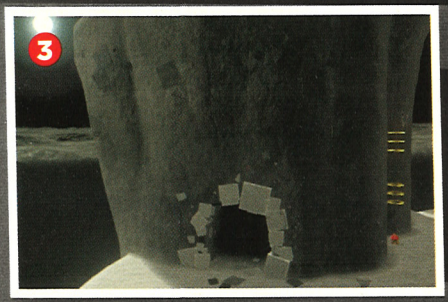
It's-a-You, Here!



The Odyssey: *Think of this as Odyssey Planitia, the base of operations for astronauts setting foot upon the moon. A huge, wide-open space allows visitors to get their bearings in "low G" while adjusting to the jaw-dropping view in all directions.*



Ringing-Bells Plateau: *The checkpoint flag here is stuck into a plain sandwiched between larger ones, loosely connected by thin land bridges. From this location, things to explore extend in all directions like spokes.*



Quiet Wall: *A tall mesa prevents passage further ahead unless astronauts delve inside the mysterious cave, which this travel guide cannot recommend. Do not go inside the cave unless there are no other options.*

Ever-After Hill: *The checkpoint found atop this mesa can only be registered after traveling through a grueling cave journey. From here, the Wedding Hall can be seen just ahead and all the rest of the level stretches out behind.*

Wedding Hall: *The Sanctum Sanctorum of the moon frequently hosts wedding ceremonies and receptions. It's so large that there's as much to find around the outside as on the inside.*

Getting Around

The moon is a much smaller celestial body than the world. Less mass equals less gravity, so explorers (astronauts by definition!) can expect to float with much longer leaps than back home. Getting around on the moon is accomplished mostly through this low-G bounding. Get a running start and even large gaps can be easily cleared with lightweight moon jumps. The large distance between the visitor landing zone and the first checkpoint flag provides plenty of chances to get used to skipping across the moon's surface.

Souvenir Hunting

There is truly *no* location that Crazy Cap's overlooks when considering new franchise locations, as the shop on the moon proves. The souvenir shop is open for business, trading in the usual goods, as well as exchanging unique purple coins for space-themed keepsakes only found here.

CRAZY CAP: HONEYLUNE RIDGE EXCLUSIVES

ITEM	REGIONAL COINS
Space Helmet	5
Space Suit	10
Moon Kingdom Sticker	5
Moon Rock Fragment	5
Moon Lamp	25

HAZARDS & HOSTILES

The moon's exposed, high-albedo surface rises up out of a wide, deep crater but is fairly placid. Dangerous (but not aggressive) Moonsnakes roam the surface, scouring the sandy white fines. Otherwise, explorers must only account for the low gravity, taking care not to misjudge a landing zone. Overshoot, and it's a long way down into the abyss of the crater!

Below the surface, it's an entirely different story. Few explorers have ever delved into the lunar subterrain and returned to describe it. Considering the massive, lava-soaked caverns, the moon must be geologically active and warmed by a molten core.

Low Gravity: *Take some time bounding around the open spaces to adjust. Leaping with the same strength as back home will launch jumpers much higher and farther, but more slowly, too.*

Lava: *Magma has collected in huge seas everywhere underground, percolating up from the high-pressure depths of the moon. Since it's merely very hot and not toxic like purple pools, explorers might get away with bouncing across the hot lava briefly, as long as they quickly find something cooler to stand on. There are plenty of places where a fall into lava offers no such solid ground, so stumbling in will be a fatal error.*

Moonsnake: *These rocky, segmented beings roll or spin around in a line. They can't be damaged or deflected; they must simply be avoided.*

Fuzzy: *Like pieces of angry lint, Fuzzies clump up and try to get in the way. They can't be defeated, so they must be dodged instead.*

Astro-Lanceur: *These extraterrestrial octopodes are relatives to the grandiose Bubblainian boss who harassed residents of Seaside Kingdom. Thankfully, in this low-grav environment they're slower than Brigadier Mollosque-Lanceur III and nowhere near as sturdy.*

Parabones: *Ancient, dried-out Koopa Troopa bones, reanimated through some bizarre dark magic. Parabones act a bit like Paragoombas, but they're much faster and more aggressive, angrily flapping toward anything perceived as possible prey.*

Hammer Bros: *These are the real deal, old-school Hammer Bros. hurling treacherous hammers.*

Sherm: *Bowser-affiliated tank patrols, packing more serious firepower than most other dangerous denizens. (It's unknown how they got all these tanks to the moon, but here they are.) If forced to fight back against Sherms, try to lure them into crossfire. Careless tank patrols can easily blast each other apart, or accidentally eliminate other hostile creatures.*

Chargin' Chuck: *This hefty pigskin pugilist was appointed to overlook several crucial chokepoints, blocking intruders like they were approaching on the gridiron.*

Bullet Bill: *The stronger the automated defenses, the more seriously you can tell someone doesn't want visitors. In the moon's caverns, Bullet Bill turrets are lined along a crucial stretch, all but assuring anyone lucky or foolish enough to have stumbled that far into the depths goes no farther.*

Banzai Bill: *Bullet Bill's enormous cousin, as big as a dozen smaller Bills combined. These must be insurance against invasion by foreign artillery.*

CAPTIVE FRIENDSHIPS

Although the moon's caves are filled with hostile, dangerous creatures, most of them are susceptible to Bonneter magic. Mario and Cappy were able to pass through the caves on the way to the Wedding Hall almost unscathed, thanks to their craftiness capturing foes and turning them against each other!

On top of all the capture-vulnerable hostiles that choke the cave passages, a few docile animals can be found on and inside the moon, just taking it easy until Mario and Cappy came along and commandeered them for a little help.

Frog: *It's only right that frogs have made it onto a low-grav world. There are very few frogs found anywhere on the moon, but where they were found, ribbiting in silence, they let Mario catch even more hang time.*

Moe-Eye: *Just like in Tostarenan ruins, the presence of a Moe-Eye tips off mysterious hidden blocks nearby. The Moe-Eye's magical (and extremely chic) shades reveal where these blocks are located.*

Tropical Wiggler: *The most colorful animal in the world, the dazzling Tropical Wiggler is found only in the most remote, humid, and boiling biomes—as far as Mushroom Kingdom researchers know, just Lost Kingdom and the lava-lit moon caverns. Perhaps they could survive in Luncheon Kingdom if the Volbonans determine they wouldn't displace any local species?*

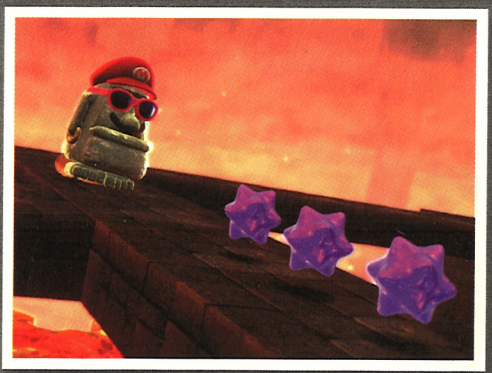
Volbonan: *The friendly fork-shaped residents of Mount Volbono are no strangers to inhospitable environments, with the amount of time they spend cooking hot food in and around an active volcano. Just as inquisitive and pathfinding as Toads, they have little trouble navigating the moon's caverns.*

Events and Attractions

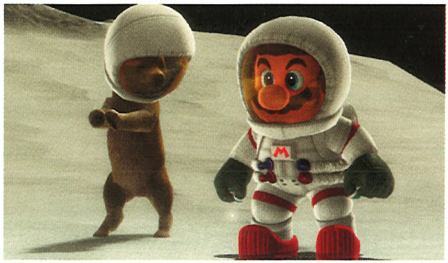
Underground Capture Parade

Passage through the lunar underground is not advisable, as any entry will be a grueling affair.

No known region is more jam-packed with unfriendly wildlife. When Mario and Cappy sailed through, it was mostly thanks to Cappy's powerful capture capabilities.



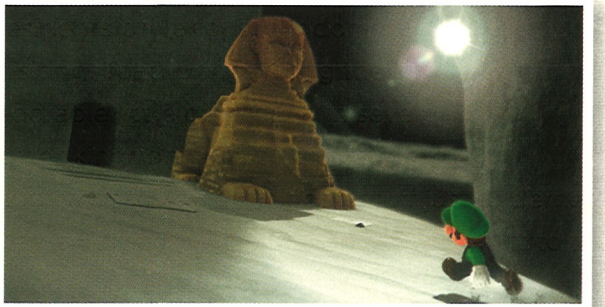
Good Dog! Lunar Edition



Once the moon is safe enough for Crazy Cap's to set up shop and for residents of various kingdoms to begin visiting, Toad brings along the same adorable little dog found in several other kingdoms! This helpful little pup can help dig up hidden stuff just underneath the surface. Tourists who befriend the dog would be wise to lead it to the plains around where the Koopa Tracewalking event takes place.

Moon Trivia

Behind Ever-After Hill (on the opposite side from the cave entrance and Quiet Wall checkpoint), the ageless and mysterious Sphynx can be found. Just like his appearances in Sand Kingdom, Seaside Kingdom, and elsewhere, the stone riddler is eager to ask questions to anyone who stumbles upon it.



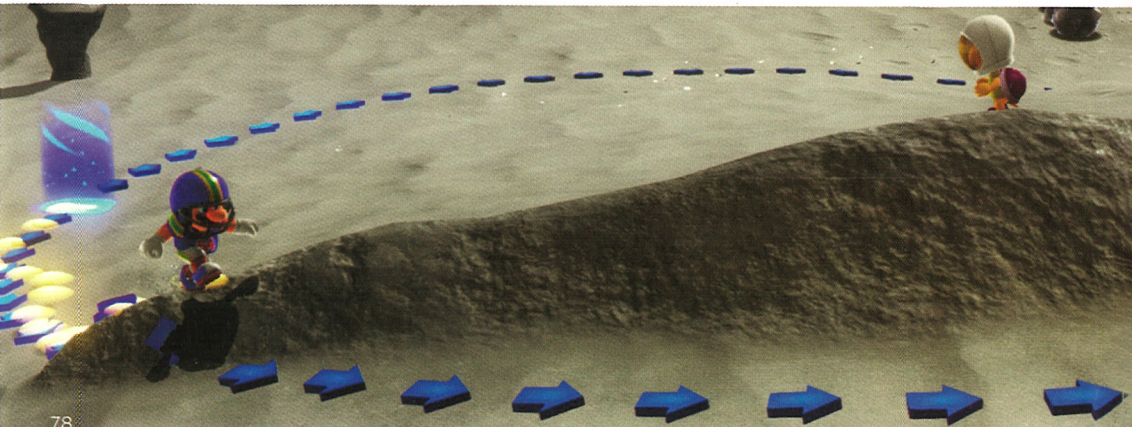
This isn't the only place on the moon a Sphinx can turn up. He's also found in one of the moon's vast underground chambers. Not the one here, though...

The Doctor is in

The reception in the Wedding Hall likely served richer food than the Shiverians are accustomed to, giving some of them painful tummyaches. You wouldn't think they'd have much luck calling for a doctor on the moon, but fortunately Mario and Cappy can pull off just about anything, if they dress for the part. Hopefully the Bubblainians brought some fizzy Sparkle Water, which will surely settle stomachs after Dr. Mario finishes his checkup.

Koopa Tracewalking

The gentle plains of the moon give the Tracewalking Koopa Troopa the best paths in the solar system. The friendly turtle is stocked with Power Moons and ready to offer one as a prize to anyone who can adhere to the outlined circular path.



Koopa Freerunning

This grand race begins by the Wedding Hall and continues straight down to the tall mesa in the far south. Along the way there's a seemingly endless plunge off Ever-After Hill right near the start. Efficiently and safely crossing the chasm to Ringing-Bells Plateau is the next major hurdle. Finally, racers looking for an edge can shave off a lot of time at the end by deftly jumping all the way from the moon's hilly surface to the tall mesa where the goal is instead of slowly wall jumping back and forth all the way up. Of course, no racer can simply leap from the lower plateau in the south to the goal's mesa (unless Frogs start entering), but extra height can be milked from high jumps with various tricks like dive jumping off caps, wall jumping off cliff faces, and tackling toward high ledges.

Postcards with Peach

The first lady of Mushroom Kingdom will let no obstacle impede her sightseeing tour with Tiara. After the adventure, she even returns to the Wedding Hall. It has the best view, after all! Mario spent some time reflecting up here with Peach and Tiara, taking in the breathtaking panorama around them.

Kingdom Adventures

Travel Companion Volume 5

Written by Joe Epstein

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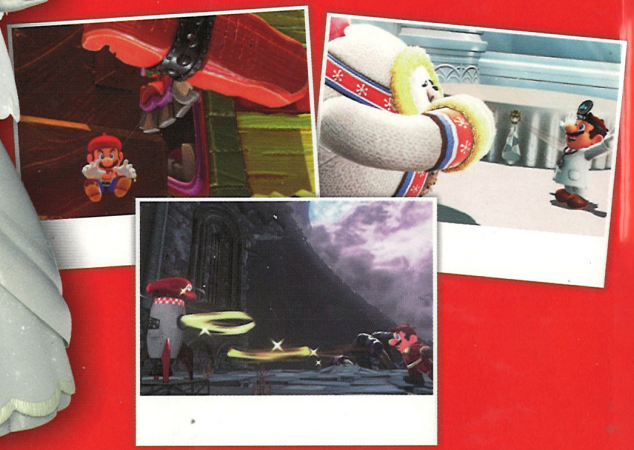

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